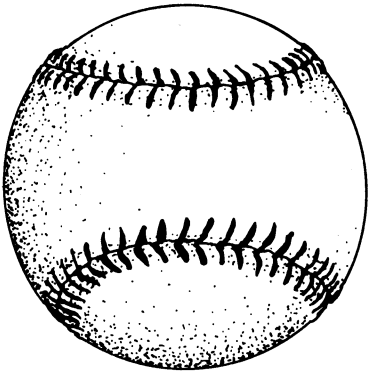
HardBall!™



By

ACCOLADE™

For Apple II GS

designed by

Bob Whitehead

Apple II GS Adaptation: **Dan Thompson**
Graphics by **John Boechler**
Music: **Ed Bogas**

Batter Up! *Welcome to the most realistic baseball game ever designed. Step up to the plate and try to knock that ball out of the park. You can choose to bunt, steal a base, and control base running. When your team is in the field, you can control the type and location of pitch as well as the fielders.*

To Start the Game:

- Insert the HardBall! program disk in the designated start-up drive and turn on your computer. The program will load automatically.
- Once the game is loaded, press the space bar or fire/mouse button for game option menu.

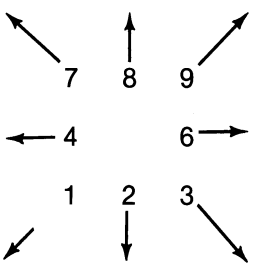
To Restart Game:

To restart the game, press the control key in combination with the "R" key.

Controls

Note: Use numerical keypad on keyboard.

Keyboard equivilants for joystick control



Key #5: Fire Button

Pressing any of the keys will execute similarly to aiming the joystick and pressing the fire button (except in the Manager Screen, press #5 as fire button).

Note: If the player wishes not to bunt or have base runners steal, simply press #5 key to advance to swing location selection. Also, a level swing is achieved by pressing the #5 key when the ball is pitched.

Volume Control — To adjust internal speaker volume, use the (+) and (−) keys on the numerical keypad.

Select Game Options

Once the game options menu appears, you will be allowed to choose which team will be the "home" team (and of course the other team will be the "visitors"), whether or not to play with a designated hitter (someone who bats in place of the pitcher), and which (if any) of the two teams will be played by the computer. Move the mouse, joystick or keyboard up or down to highlight your selection. Press the button to proceed.

ALL-STARS (Red)	**CHAMPS (Blue)**
Visitor	Home
Home	Visitor
Visitor	Home - Computer
Home	Visitor - Computer
Visitor - Computer	Home
Home - Computer	Visitor
Visitor - DH	Home - DH
Home - DH	Visitor - DH
Visitor - DH	Home - Computer - DH
Home - DH	Visitor - Computer - DH
Visitor - Computer - DH	Home - DH
Home - Computer - DH	Visitor - DH

If you have selected any game with a computer opponent, you will immediately go to the line-up for the game. Press space bar to play ball. You may use either mouse or joystick to play game.

If you select a two-player game, you will then be presented with the "Select Controls" screen. This is where you must decide which control will be used for the team on offense (at bat) and which control will be used by the defense (fielding). We recommend the first option of mouse for offense and joystick for defense. Players will then switch controls at the end of each half inning.

Offense uses:	**Defense uses:**
Mouse	Joystick 1
Joystick 1	Mouse
Keyboard	Joystick 1
Keyboard	Mouse

Players have the option of selecting a control they will use for both offense and defense, including a two joystick game if your system is so equipped.

All-Stars use:	**Champs use:**
Joystick 1	Joystick 2
Joystick 1	Mouse
Mouse	Joystick 1

How to Select the Pitch Type:

When the Pitcher screen is first displayed, you will see (on the bottom left) the four pitch types this pitcher can throw. When using a joystick, simply move the stick in the direction of the arrow that is next to the desired pitch type and press the fire button.

When using a mouse, hold the button down while moving the mouse in the direction of the arrow next to the desired pitch type. Upon releasing the button, your pitch is now selected.

How to Throw the Pitch:

After you have made your pitch type selection and the batter has selected what he wants to do:

If using a joystick, move it in the position you wish to throw the ball and press the fire button. For example, moving the joystick left will cause the ball to be thrown left, and so on.

When using a mouse, a set of possible pitch locations will be presented at the bottom of the screen. Hold the button down while moving in the direction of the arrow next to the location of where you want to throw the pitch. The pitch will be thrown when you release the mouse button.

Fielding the Ball:

After the ball has been hit, either the left side or the right side of the field will be shown (the side with the ball in it). The fielder who is closest to the ball will be flashing, and will run in the direction selected by moving the mouse/joystick.

Throwing to a Base:

When using a mouse, once the fielder has got the ball, a set of possible base options will be presented at the bottom of the screen. Hold the button down while moving in the direction of the arrow next to the base to which you want the ball thrown. When using a joystick, move in the direction of the arrow next to the desired base to which you want the ball thrown and press fire button.

Manager's Decision Screen

The four screens displayed during HardBall are: The Manager's Decision Screen, the Pitcher/Batter Screen, Left Field View, and Right Field View.

The game begins with the Manager's Decision Screen. It will also appear if a player presses the space bar on the keyboard at any time during the pitcher screen. In the Manager's Screen, pressing the space bar will "Play Ball" (starting the game action or continuing where you left off). This screen will display a selected line-up for both teams. "➘" will indicate who is at bat and there will also be an indication of who is on which base (**1b**, **2b**, or **3b**), how they bat (**R**ight, **L**eft, or **S**witch), the position they play and their batting average.

Below each team's roster will be a menu of management decision options which each player may select by highlighting the option and pressing the mouse/joystick button. In the case of "substitution" or "exchange positions", additional screen prompts will be displayed at the bottom.

For the other options, highlight your selection and press the mouse/joystick button. The options are as follows:

For the team in the field (defense) - 5 choices:

- Player Substitution
- Exchange Positions
- Outfield (Normal, Shift right, or Shift left)
- Infield (Normal or Double Play)
- (NO) Intentional Walk

Parameter Options

For the team at bat (offense) - 2 choices:

- Player Substitution
- Exchange Positions

If either player selects "Substitution" or "Exchange Positions", the lower portion of the Manager's Decision Screen will change to the appropriate team. In these modes, press the space bar in the middle of an activity to cancel and return to the game.

Substitution:

A line will be displayed to select "Substitute" (from bench) with (on roster) at which time the highlighted entry can be selected by moving the joystick up/down (selecting a player) and pushing the joystick to right/moving mouse to right. When the bench entry is specified, you can scroll the list of players on the bench up or down within a 3-line window at the bottom of the screen. Then select the desired player to come onto the field by pressing the fire button/mouse button.

Note: Once a player is substituted out (after the first pitch), he can't return to the field and doesn't go to the bench list. The new player coming onto the field will replace him at his current position.

Exchange Positions:

Choose the entry to be filled first in a manner similar to that defined above for "Substitution" on the line "exchange ———— position with ———— position". This will allow vertical scrolling of cursor through the roster positions and will show each corresponding player's full performance statistics at the bottom of the screen. Press fire button/mouse button to select position to be exchanged. If you select a player in a position for which he is not suited, the appropriate message (i.e., "player out of position") will be displayed later. There will also be the likelihood of an error in play or poor pitching.

Remember, press the space bar to start (or continue) play of the game.

Game Play

Play begins with the pitcher's screen depicting the pitcher, batter, and umpire. At the bottom of the screen there will be two sets of commands. The commands on the left are for the team pitching, (fielding team) and the commands in the middle of the screen are for the team at bat. The right side is reserved for displaying the score, strikes, balls and other information.

The pitcher must select one of the four types of pitches displayed. Each pitcher has only four types of pitches he can throw. There are eight types of pitches altogether:

- **Fastball!** (straight and very fast)
- **Fastball** (straight and fast)
- **Offspeed** (straight)
- **Change-up** (straight slower pitch)
- **Curve ball** (a big sweeping curve)
  -for lefthanded pitchers, the ball curves to the right
  -for righthanded pitchers, the ball curves to the left

- **Screwball** (opposite of curve ball)
  -for lefthanded pitchers, the ball curves to the left
  -for righthanded pitchers, the ball curves to the right
- **Sinker** (breaks downward)
- **Slider** (fast breaking curve)

The batter must also decide what he wants to do. His options are bunting and stealing bases (any base can be stolen if there is a player in the position to do so). If the batter wants to swing normally, just press fire button/mouse button. If using a joystick and you wish to select steal or bunt, hold the fire button down while moving the joystick in the direction of the arrow next to the desired option. Do not release the button until you have selected all your options. If using a mouse, hold button down while moving mouse in direction of the arrow next to desired option. Do not release button until all desired options are selected.

Once both players have made their selections, a new set of choices are presented at the bottom of the screen. The pitcher will be able to select the location of the pitch (i.e., high, inside, etc.) according to the directional arrows next to options. The batter will be able to swing in the desired location according to his mouse or joystick selection.

Nine pitching zones over home plate:

2	1	2	x = always a strike
1	X	1	1 = high probability of being a strike
2	1	2	2 = low probability of being a strike

When the ball is hit, the receiving fielder will be identified by blinking. The player may use the mouse/joystick to move the fielder so he can catch (or pick up) the ball. Once he has the ball, he can throw to any of the 4 bases (1st, 2nd, 3rd, or Home).

The team at bat can decide which bases to run to according to the arrows next to available options in his command window. You may not run to a base if there is already someone on it. You cannot change your mind once you start running.

Miscellaneous Notes

-As a pitcher gets tired, the probability of throwing a strike goes down.

-Certain pitchers will be stronger in some pitching types.

-If pitch is not in the strike zone, the batter can swing but can't hit the ball.

-When the ball is hit, the fielding screen is displayed and (unless it is a foul ball) when the play is completed, the Manager's Decision Screen will be displayed momentarily before returning to the pitching/batting screen.

-When bunting with 2 strikes against you, if the ball goes foul, it is considered your 3rd strike.

-Runners have the option of running to the next base upon reaching a base after a hit.

If you tell a runner to steal a base and the batter doesn't hit the ball, then the catcher will attempt to throw the lead runner out.

When someone first steps up to bat, some of his statistics will be displayed.

Scouting Tips From Bob Whitehead

Say hey! Well, I don't know about you but I'll never get the chance to play and manage on a big league baseball team, probably the same goes for you. Real baseball that is, like you see at the ballpark or on network TV. So I used HardBall to fulfill some of my fantasies and I hope you enjoy doing the same. And, like any good manager, you need to develop a good scouting report. So I thought I would give you a partial scouting report on some of the pitchers to give you a head start.

All-Stars

Frisina - Throws a lot of junk
Peers-Control pitcher
Atkins-Nothing but heat
Estrada-Ace reliever

Champs

Euler-Good screwball
James-Watch for the fastball
Morlini-Bullpen veteran
Tompkins-Smoke

God Bless,

Bob Whitehead

ACCOLADE™

Bob Whitehead's past titles:

Starship™	Football™	Stampede™
Blackjack™	Video Chess™	Chopper Command™
Casino™	Boxing™	Sky Jinks™
Home Run™	Skiing™	Private Eye™

Starship, Blackjack, Casino, Home Run, Football, and Video Chess are trademarks of Atari, Inc.

Boxing, Skiing, Chopper Command, Sky Jinks, and Private Eye are trademarks of Activision, Inc.

Apple IIGS is a trademark of Apple Computer, Inc.

Copyright

Copyright© 1985, 1987 by Accolade. All rights reserved. No part of this publication may be reproduced, transcribed, copied, translated or reduced to any electronic medium or machine readable form without prior written permission of Accolade, 550 S. Winchester Blvd., Suite 200, San Jose, California 95128.

Disclaimer

Accolade makes no representations or warranties with respect to this publication or its contents and specifically disclaims any implied warranties of merchantability or fitness for any particular purpose. In addition, Accolade reserves the right to revise this publication and to make changes from time to time in its contents without obligation of Accolade to notify any person of such revisions or changes.

Trademarks

HardBall!™ is a trademark of Accolade, Inc.
Apple IIGS is a trademark of Apple Computer, Inc.

We understand your concerns about disk damage or failure. Because of this, each registered owner of HardBall!™ may purchase one backup copy for $10. In Canada, one backup copy may be purchased for $15 U.S. currency. California residents add 7% sales tax. Checks should be made out to Accolade, Inc. This copy is for backup purposes only and is not for resale. Your backup disk is covered by our limited warranty on disk media described in the back of this manual.

Limited Warranty for Disk Media

Accolade warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. Defective media that has not been subjected to misuse, excessive wear, or damage due to carelessness and that is returned during that ninety day period will be replaced without charge.

Following the initial ninety day warranty period, defective media will be replaced for a fee of $10.00. In Canada, you may obtain a replacement for $15 U.S. currency. California residents add 7% sales tax.

Note: To speed up processing, please return disk only.

The defective media should be returned to:

Accolade
550 S. Winchester Blvd. Suite 200, San Jose, California
(408) 296-8400

Software Copyright

The enclosed software program is copyrighted. It is against the law to copy any portion of the software on disk, cassette tape or another medium for any purpose. It is against the law to give away or resell copies of any part of this software. Any unauthorized distribution of this product deprives Accolade Inc. and their authors of their deserved profits and royalties. Accolade Inc. will seek full legal recourse against violators.